

IECC - International Email Chess Club.

In cases of disputes over the interpretation of IECC Guidelines, officials will always use the original English version. Should any ambiguity be found to exist between the English version and a translation into any other language, the English version will take precedence.

IECC Guidelines

Last updated: July 25, 2017 (Section 6)

Please note: No set of rules can cover every possible eventuality and these guidelines are no different. There will be from time to time occasions when there is a dispute between players which is not specifically covered in these guidelines. On such occasions the Arbiter or the TD, whoever is dealing with the dispute, will make decisions in keeping with the spirit both of these guidelines and established practices and procedures which have proved fair and acceptable in the past. This may sometimes involve declaring a result in a game which has not been completed or using a policy that is not specifically described in the guidelines. Any member who is unhappy about any decision can write to the Board, the ultimate policy making body of the club, at iecc-directors@yahoogroups.com, stating the details of the case and the reasons for their disagreement.

The following Guidelines apply only to games played within IECC itself. IECC International Team events have different Guidelines which are agreed with the opposing teams before the start of each match. For further information please go to our Team page at

<http://www.chess-iecc.com/team.html>

1. IECC

1.1 The International Email Chess Club [IECC] provides chess players of all levels the opportunity to play rated email chess games with people all over the world in a friendly environment.

1.2 Membership is free. However, to ensure the future of IECC, we encourage members to volunteer their services. If you are interested in volunteering, please complete the application form on our web site at

<http://www.chess-iecc.com/>

1.3 English is the official language of IECC as it is for other international email chess clubs. While the IECC Guidelines are available in several languages, and efforts are made by the staff to effectively communicate with non-English speaking members as much as possible, the staff cannot be responsible for non-English speaking members misunderstanding email messages sent to them nor is the staff obliged to translate messages written in any language but English. Therefore, it is the responsibility of non-English speaking members to ensure their email messages are clearly understood by the staff.

2. Joining IECC

2.1 To join IECC, fill in the web form available at

<http://www.chess-iecc.com/join.html>

2.2 Upon admission to the IECC, every member will get a unique identification number that will allow the club to accurately manage the membership. Therefore, anyone applying for admission or re-admission to the club must give his first and last name and inform the New Member Department of any past membership.

2.3 The IECC prohibits the use of aliases for applying to the club.

3. Conduct

3.1 Players who withdraw from an event shall notify their opponents and the TD.

3.2 Members must not get involved in activities that could bring the club into disrepute.

3.3 Your opponents and the IECC Staff are to be treated courteously.

3.4 Members must respond promptly to inquiries from IECC staff

3.5 Email addresses obtained as a member of IECC are to be used only for the purpose of playing email chess and are to be regarded as confidential. Use of such addresses for any other purpose, unless approved by the Board of Directors, is expressly forbidden. In particular, members should not issue an invitation to another member to join a networking service of any kind without first obtaining their permission to do so.

3.6 All emails sent on IECC business must be in plain text only, in order to help minimize the transmission of computer viruses. For the same reason, attachments should not be sent to IECC members except with their prior knowledge and approval.

3.7 All messages related to IECC events or its other business must include a return name and/or email address (such that they are visible without having to open the message), normally located in the "From" portion of the email header. This promotes better communications within the club, and lessens worries of opening messages containing viruses or other harmful items.

3.8 IECC members are responsible for ensuring the reliability of their email address. Should they become unreachable, they would assume the consequence of that, and could in some instance lose games by forfeit.

3.9 Any breach of the above rules could result in loss of membership.

4. Change of Email address

4.1 If you change your email address please inform the Administration Department with the web form available at <http://www.chess-iecc.com/address.html> with details of both the new address and the old address which has to be deleted.

4.2 In addition please inform by email your current opponents, and the officials of the Events in which you are currently taking part with the web form available at

<http://www.chess-iecc.com/miscellaneous.html>

5. Ratings

Please note that for pairing purposes, Events are normally divided into specific rating categories so that members are normally paired against opponents of similar abilities, usually within a 200 point rating differential.

Exceptions are Thematics and Open Swiss Events which are open events where players with significantly different ratings may be paired against one another.

If a member's IECC rating is found to be substantially incorrect

it may be possible to make an adjustment. The directors will be the sole arbiters of what is meant by "substantially incorrect" and will decide on any new rating if appropriate. Any adjustment will be made only at the request, or with the approval, of the member in question.

In the event of a rating change the member concerned will be withdrawn from any event for which the new rating would make him or her ineligible. The results and ratings of any games already completed would not be changed in the IECC database, however, for the purposes of internal administration only (e.g. cross tables and so forth) of any events from which the member is withdrawn, all games involving the member concerned should be declared void.

6. Events

IECC offers many forms of chess competition:

- One-Game matches

A single game against one opponent.

- Knockout Tournaments

8 players, 5 rating groups.

Round 1: 8 players paired in 2-game matches.

Round 2: 4 survivors paired in 2-game matches.

Round 3: 2 survivors paired in a 2-game match.

In the event of a draw, the lower rated player advances.

- Class Rating Tournaments in 8 categories

5 players in a single round robin.

Tournament winners are awarded the right to play in a tournament of the next higher class anytime within 1 year of obtaining the award regardless of their rating at that time.

- Pyramid challenge ladder

Open challenges of higher positioned players position is earned through play, not by rating.

- Thematic Matches

2 simultaneous games against one opponent - one as white and one as black - or a one-game match where the players decide the color he would like to play.

- IECC Championship Tournament

This annual club event provides an exciting challenge for all

members of the club, and will also encourage participation in our standard events.

- IECC vs International Teams

For further information regarding Team events, including how to enter, who to contact and details of Team Events Guidelines please go to our Team Events page at

<http://www.chess-iecc.com/team.html>

GAMES IN ALL ABOVE EVENTS ARE RATED.

7. Rules of Play/Time Controls

7.1 Players are free to consult chess publications or literature in printed or electronic form. Any other form of assistance, either from another person or using chess engines within chess programs to make moves during the course of a game, is prohibited.

7.2 All calculations of your Reflection Time are based on your local date of receipt and transmission.

7.3 Reflection Time is the number of days from the date that a legal move becomes available to you on your server until, and including, the date you respond to your opponent with a legal move.

For example: if your opponent's move is available to you on your server on July 4 and you respond on July 4 you accumulate zero days of Reflection Time; or, if you respond on July 5 you have accumulated one day of Reflection Time; or, if you respond on July 6 you have accumulated two days of Reflection Time.

7.4 IECC time controls are 10 consecutive moves in 30 days of your own Reflection Time. 10 consecutive moves is represented by moves 1-10, 2-11, 3-12, etc.

7.5 You may NOT take longer than 10 days of your own Reflection Time for any one move.

7.6 Conditional ("if") moves are permitted.

(a) Proposals of conditional moves are binding until the recipient makes a different move from that proposed.

(b) Time is not counted for accepted "if" (conditional) moves.

(c) Exceeding the time limit can neither be prevented nor caused by conditional moves. The time of reflection is added at the sender's first move in a sequence of conditional moves and at the recipient's answering move to the last conditional move accepted.

7.7 Any legal move dispatched, including acceptance of any conditional move(s), is binding. Mistaken or missing announcements of check or capture, or any other clerical or typographical errors, do not invalidate the move sent.

For example, if a player sends the move Bxc4+ and the bishop can legally move to c4, even if the move is not a capture, and does not give check, it is still a binding legal move, and the bishop must move to c4.

7.8 If an illegal or ambiguous move is sent, either by itself or as part of a conditional move, then this move shall be referred back to the sender for immediate correction but without obligation to move the piece in question. If an illegal or ambiguous move is sent either by itself or as part of a conditional move, the moves immediately preceding the illegal or ambiguous move are binding.

The offending player shall be charged 1 additional Day of Reflection Time and the illegal or ambiguous move must be remedied without delay.

7.9 If, in the course of a game, it is discovered that an illegal move has gone previously undetected, the position existing immediately before the illegal move was made shall be reinstated and the game shall be continued from that position.

If, in the course of a game, it is discovered that an ambiguous move has gone previously undetected, the position reverts to the ambiguous move, which must be clarified without delay, and the game shall be continued from that point.

No penalty is assessed to either player provided the correction or clarification is deemed to have been made by the offending player without delay.

7.10 If a player exceeds 30 days of Reflection Time for any 10 consecutive moves, the match and the calculation of Reflection Time are suspended. The Senior Arbitrator must be notified immediately with the web form available at

<http://www.chess-iecc.com/timevio.html>

7.11 Following each move, if players have not heard from their opponent after 5 days, their last move MUST be resent. When no move or satisfactory reason has been received, and both of the following conditions are satisfied:

- More than 10 days have elapsed since sending their own move, and
- more than 5 days have elapsed since sending a resend of their last move

the player should submit a request for arbitration, using the arbitration form at

<http://www.chess-iecc.com/timevio.html>

7.12 In case of a first time-complaint and if the time violator can reply to arbitration quickly and assure that he is able to complete the game according to the time controls (no more than 10 days for any one move, and no more than 30 days of accumulated reflection-time for any 10 consecutive moves), then it may be possible to avoid forfeiting the game, to re-set the clocks to zero, and to put the game back in play (unless and until there's a further problem).

8. Leaves of Absence

8.1 All leaves of absence must be notified in advance by email to all current opponents and to the Administration Department with the web form available at

http://www.chess-iecc.com/absence_form.html

The Administration Department will produce a weekly list of notified absences which will be circulated to all staff members and posted on the web site for the benefit of all members.

8.2 Leave of absence without penalty will be allowed in events consisting of only two members for any period agreed between the two individuals concerned, but not to exceed 6 months. Any absence exceeding 6 months will result in game cancellation or forfeiture. Forfeiture can be claimed by either the opponent or Tournament Director, but cancellation is the prerogative of the Tournament Director.

8.3 Leave of absence without penalty will be granted to members playing in events consisting of more than two members for normal annual vacations, or short breaks for business, not to exceed 30 days per event. Further absences will be at the discretion of the Tournament Director, who will take into consideration the current state of the tournament and the need to complete the event within a reasonable timescale in order to not keep other members of the event waiting longer than the Tournament Director thinks reasonable. The decision of the Tournament director will be final.

8.4 During any permitted leave of absence the clocks of both players in a game will be stopped until the date of return notified by the player taking leave. Any moves sent during this period by either player will have no effect on the game clocks.

9. Inactivity

All members who have been inactive for more than 3 years will be removed from the list of active members on the IECC web site. However, they will be free to apply for new games whenever they wish to do so.

10. Transmission of Moves

The use of any device and any means of transmission of moves by email may be made under the following conditions:

10.1 Players MUST use short form English algebraic notation as shown below:

1.e4 c6 2.d4 d5 3.e5 e6 4.Nf3 c5 5.b3 Nc6 6.Be3 cxd4

10.2 The PGN header and complete movelist should always be included where it is practical to do so, as is the case with computers and most modern mobile phones. However, in the case of more basic mobile phones this may not always be practical. In such cases, as an absolute minimum, a correct repetition of the latest move is necessary for the sender's reply move to be valid.

10.3 For all events with paired games against the same opponent (i.e, Two-Game matches, Knockout Tournaments and Thematic Matches): moves for both paired games (A and B) should be sent in a single transmission. However, where a software tool, such as ECTool, is used to both record the game moves and send the email messages, and which can only deal with one game at a time,

then the move for each game should be transmitted as close together as is practical.

10.4 It is recommended the Subject line of every e-mail contain the name of the Event.

10.5 Players should keep copies of their last ten moves messages, sent and received, to assist in settling disputes.

10.6 Where a game is played by the use of a basic cell phone, both players must maintain separately a continuous record of the game as it progresses to assist the arbiters if a time complaint is filed, or a discrepancy arises regarding the record of moves. This record must include move number, date sent, date received and date of any move repeats.

11. Arbitration

11.1 Notice for a Reflection Time Violation should be sent to the arbiter with the web form available at

<http://www.chess-iecc.com/timevio.html>

11.2 All other problems must be addressed to the TD of the game of interest with the appropriate web forms available at

http://www.chess-iecc.com/contact_us.html

12. Game reports

12.1 When a game has been completed, the winning player, or White in the case of a draw, must submit the game report in PGN format to the relevant Tournament Director by filling out the appropriate web form available at

http://www.chess-iecc.com/contact_us.html

12.2 It is not necessary to submit a report for a game that ended by a forfeit. The Senior Arbitrator will inform the departments concerned about any such games, and they will be rated in the normal manner.

12.3 Game reports must be in PGN format, as in the example below: (The game was composed to include as many different types of chess moves as possible.)

[Event "KO-50.2"]

[Site "IECC"]
[Date "1997.04.15"]
[White "Brown, Mary"]
[Black "Green, John"]
[Result "1-0"]

1.e4 e5 2.Nf3 Nc6 3.Bc4 b6 4.O-O Bb7 5.d4 Qf6 6.c3 O-O-O 7.Nbd2
exd4 8.cxd4 Nge7 9.d5 Ne5 10.Qe2 N7g6 11.Ba6 Bd6 12.Nxe5 Qxe5
13.Bxb7+ Kxb7 14.Nf3 Qh5 15.b3 c5 16.dxc6+ dxc6 17.Bb2 Rhe8
18.Rfc1 Bf4 19.Rc4 Rd2 20.Qxd2 Bxd2 21.Nxd2 Nf4 22.e5 f5 23.exf6
Qg5 24.g3 Ne2+ 25.Kf1 Qb5 26.f7 Kc8 27.fxe8=Q+ Kc7 28.Rd4 Nc1+
29.Kg1 c5 30.Qe3 Nxb3 31.axb3 g5 32.Rda4 c4 33.Ra6 Qa5 34.R6xa5
c3 35.Nc4 cxb2 36.Rd1 b1=N 37.Qe4 Nc3 38.Rxa7+ Kb8 39.Qb7# 1-0

12.4 The Game Report PGN Headers.

Proper formatting of the PGN Headers is not essential, as it will be reformatted by IECC during the rating process. However, in order to identify and rate the games correctly, the following information must be accurate:

- Event (please copy and paste from the original pairings message)
- Result (White win 1-0, Black win 0-1, Draw 1/2-1/2)
- White's name
- Black's name

DOUBLE-CHECK THE RESULT TO MAKE SURE IT IS CORRECT. A WRONG RESULT COULD COST YOU RATING POINTS!

12.5 The Move List.

- The move list must be in abbreviated algebraic notation using English piece initials. The IECC New Member Program offers instruction in this notation for those who are not familiar with it.

- When received by IECC, all movelists are verified for correctness. Games containing ambiguous moves, or movelists which depart greatly from the accepted notation cause a great deal of trouble for the IECC staff, and may be returned to the player for correction. Your help is greatly appreciated in taking care that your movelists contain only valid, unambiguous moves. Reading them into any of the excellent chess recorder programs that are available is a good way to check them for accuracy. A few trouble-spots are noted below:

- Pawn captures are recorded in the format "exd4", but NOT "ed", "exd", or "ed4".

- En passant captures are NOT specially designated. i.e. Do not include the letters "ep" after the move.

- Promotions are recorded in the format "d8=Q", but NOT "d8Q" or "d8(Q)".

- Castling must be recorded using the capital letter O, and NOT the number zero (0). Correct is O-O or O-O-O, but NOT 0-0 or 0-0-0. To a person reading the PGN there may be little difference, but a PGN program will reject the castling move recorded with zeros.

- All captures must include an "x". For example: Nxd6, but NOT just Nd6 or N:d6.

- All moves that give check, even if the check is incidental, must have a "+" after the move, without a space in between.

- Checkmate must be indicated by "#", but not "++" or "mate".

- If two identical pieces can move to the same square, differentiate between them by file letter only. If they are on the same file, then use rank number only. This letter or number should come right after the initial of the piece and should NOT be contained in brackets. For example: Nge7, R6xa5 - but not N(g)e7 or Ra6xa5

- Move numbers must be followed by a period. For example: 4.Bh5 -- but not 4Bh5 or 4 Bh5

- The same result that is in the Result line of the header must also be at the end of the movelist, but here it should not be in quotation marks or brackets. For example: 1-0, but NOT "1-0", (1-0), [1-0], etc.

- Technically, resigning or drawing is not a move. If the game ends after black's move, the result should NOT be preceded by a move #. For example: 38.Rf6 Qh7 0-1, but NOT 38.Rf6 Qh7 39.0-1

- Words such as "resigns", "stalemate", "draw by repetition", etc. must NOT be included at the end of the move list, or anywhere in the game report for that matter.

- Annotations (!, ?, etc.) must not be included in the move

list.

13. History of the IECC and FAQ

13.1 What is the origin of IECC?

IECC was started early in 1995 by Lisa Powell, founder member of IECCG.

13.2 What is the purpose of the IECC?

To continue to provide chess players throughout the world with the opportunity to compete and meet new chess friends in the context of an organization that does not require fees for membership and the rating of games. Players are required to have their own access to Internet, or the ability to use the reliable Internet address of a relative or friend.

To provide a wide variety of activities for the enjoyment of chess.

13.3 What relationship does IECC have with other e-mail chess clubs?

None officially.

13.4 Does IECC have any interaction with FIDE, ICCF, or with national chess federations such as USCF or CFC?

None.

13.5 New players frequently ask: "What is a good number of games to start?"

Difficult to answer without knowing the player's available hobby time, other commitments, and threshold of stress. Start with a minimum of games, and increase the number as time permits

13.6 Do I have to read my email and respond on weekends?

No, but you must keep the standard pace: 10 consecutive moves in 30 days, and you may not take longer than 10 days of your own Reflection Time for any one move.

13.7 Am I going to get penalized if I have other absences such as family crisis, job change, job commitment, school examination, vacation, etc.?

You will not get flagged if you advise your opponents and Absence Coordinator as described in section 8.1, requesting an adjournment.

In short, adjournments are permissible -- but ONLY IF the above notifications are made.

13.8 How do I keep the game(s) going if my opponent won't move?

Notify the Senior Arbitrator or the TD with full details as described in section 11.

13.9 How do I and my opponent resolve typographical errors? (touch-move?)

Please refer to sections 7.7 through 7.11

14. Information

You can get the latest IECC news updates including archived games, tournaments, and bulletins from:

IECC World Wide Web page at

<http://www.chess-iecc.com/>